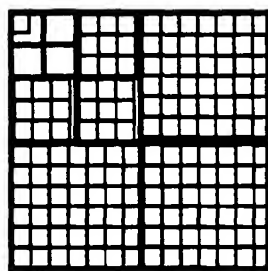


Image divided into tiles and subbands.

Figure 1A



Subbands divided into precincts

Figure 1B

MSB



LSB



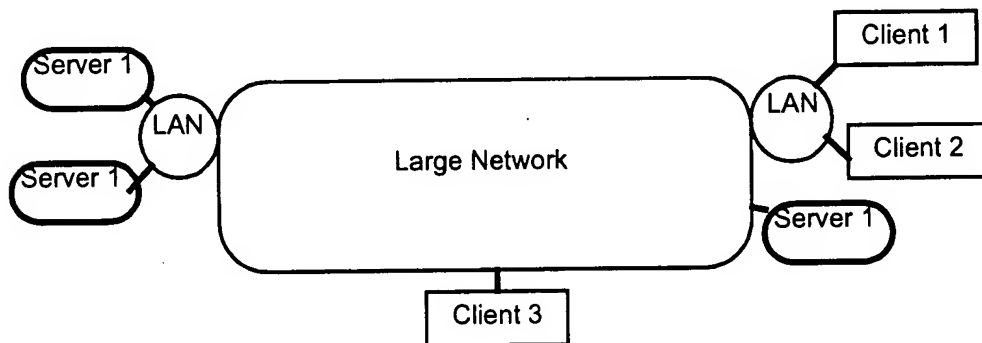
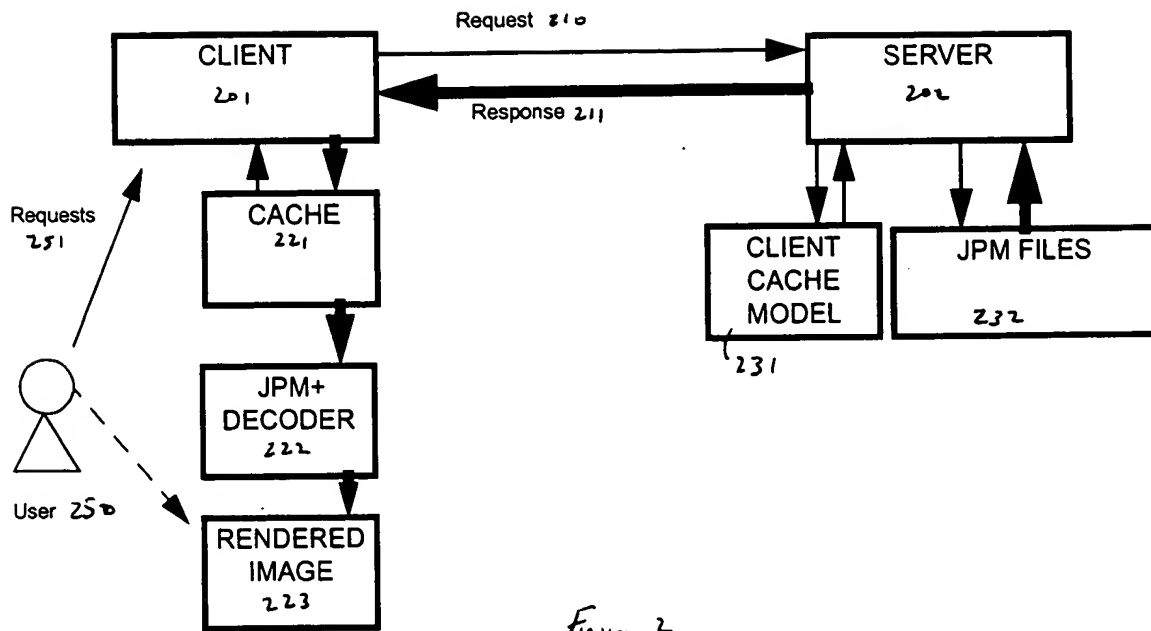
code-block divided into bitplanes and coding passes

Figure 1D



Subbands combine to produce various resolution images

Figure 1C



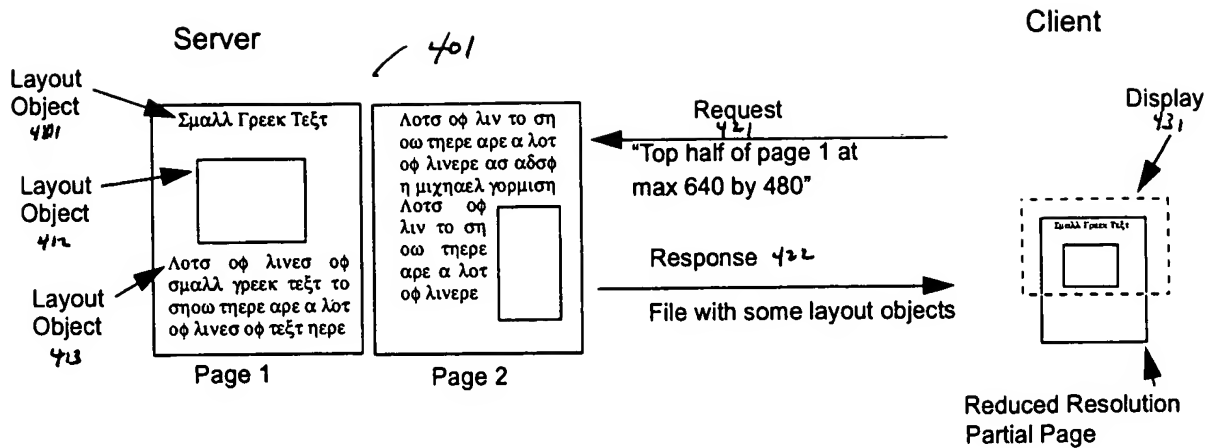
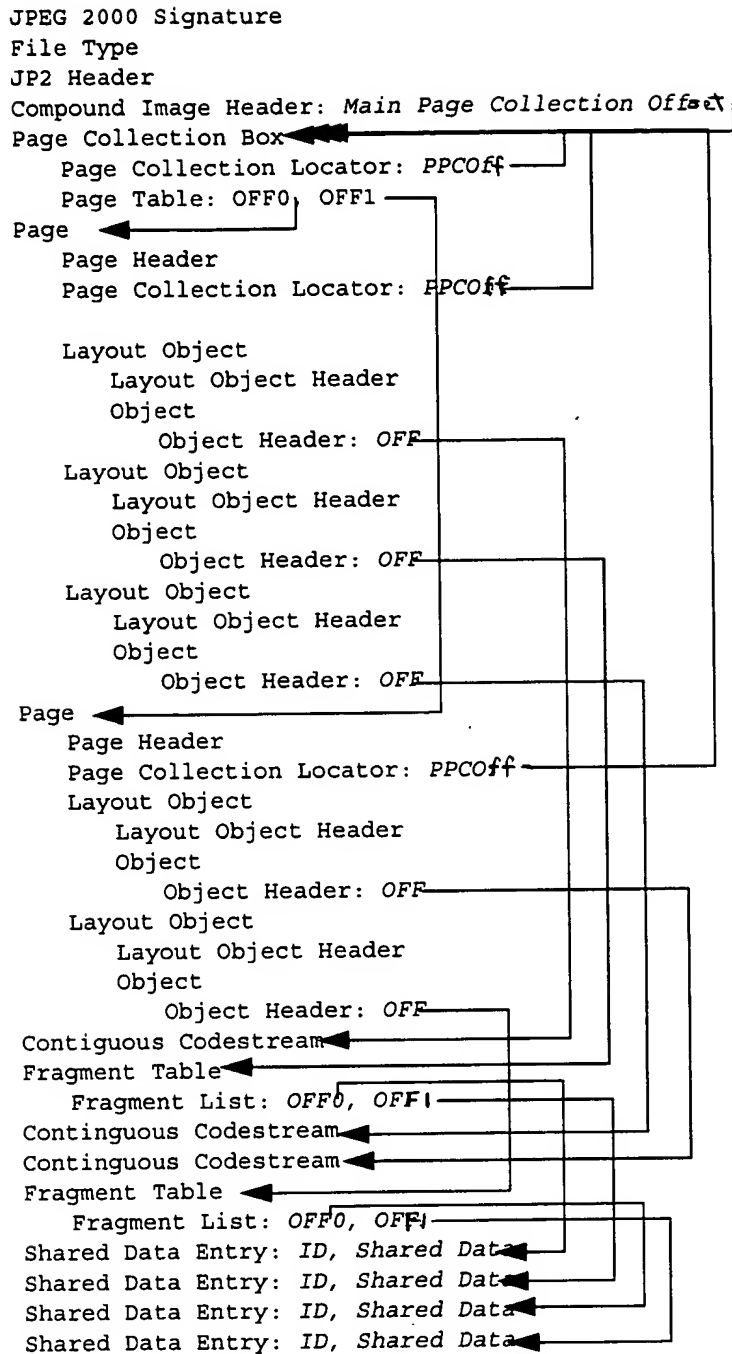


Figure 4



Figur 5

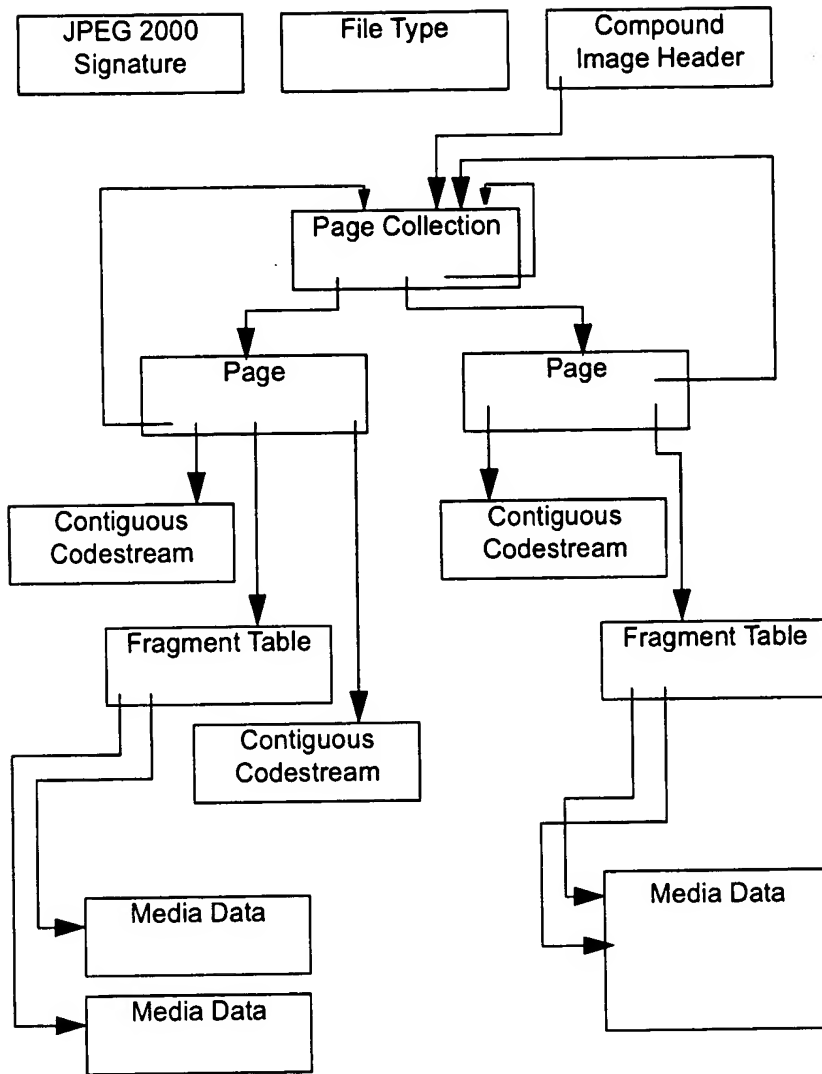
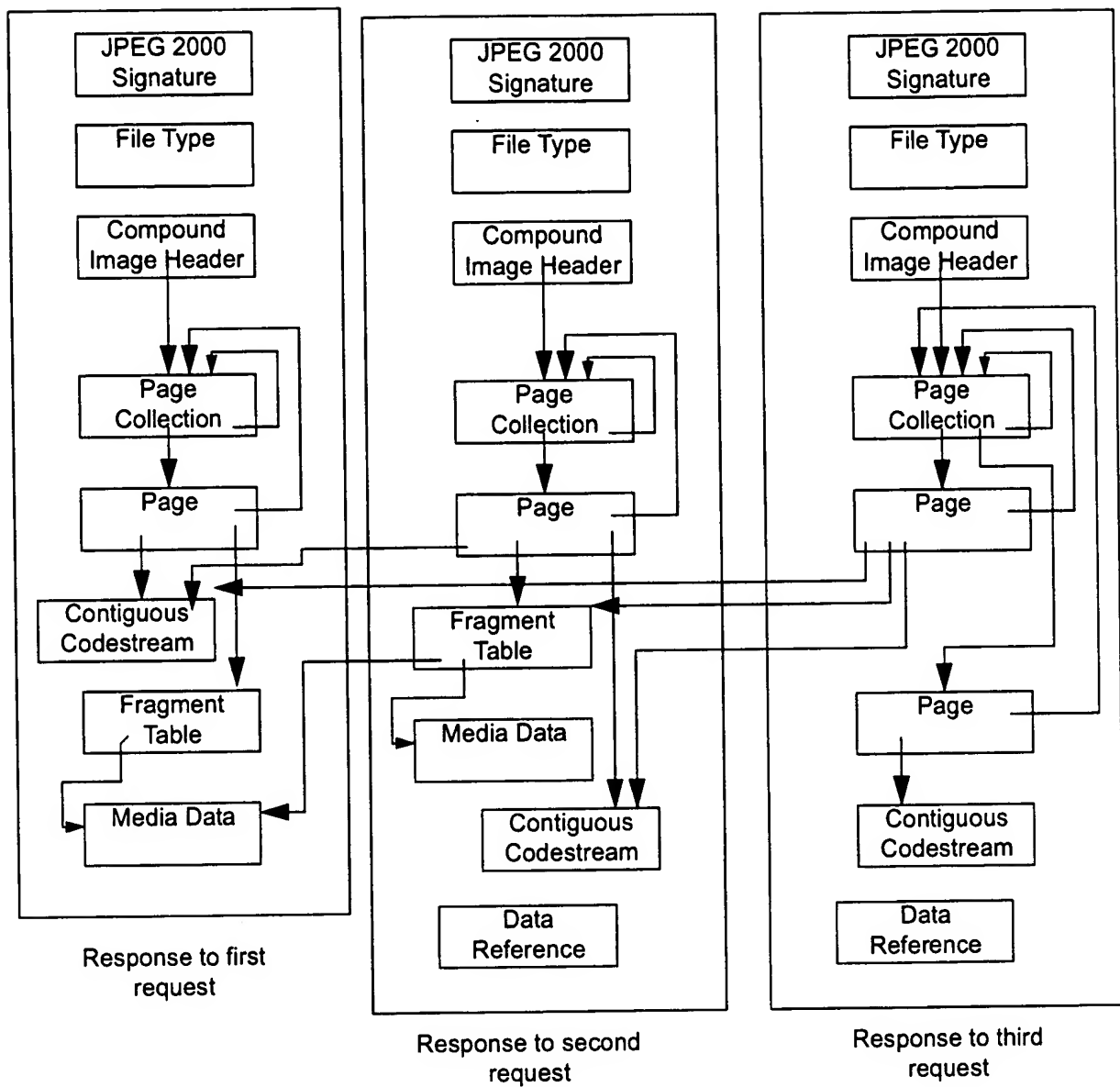


Figure 6



**Figure 7**

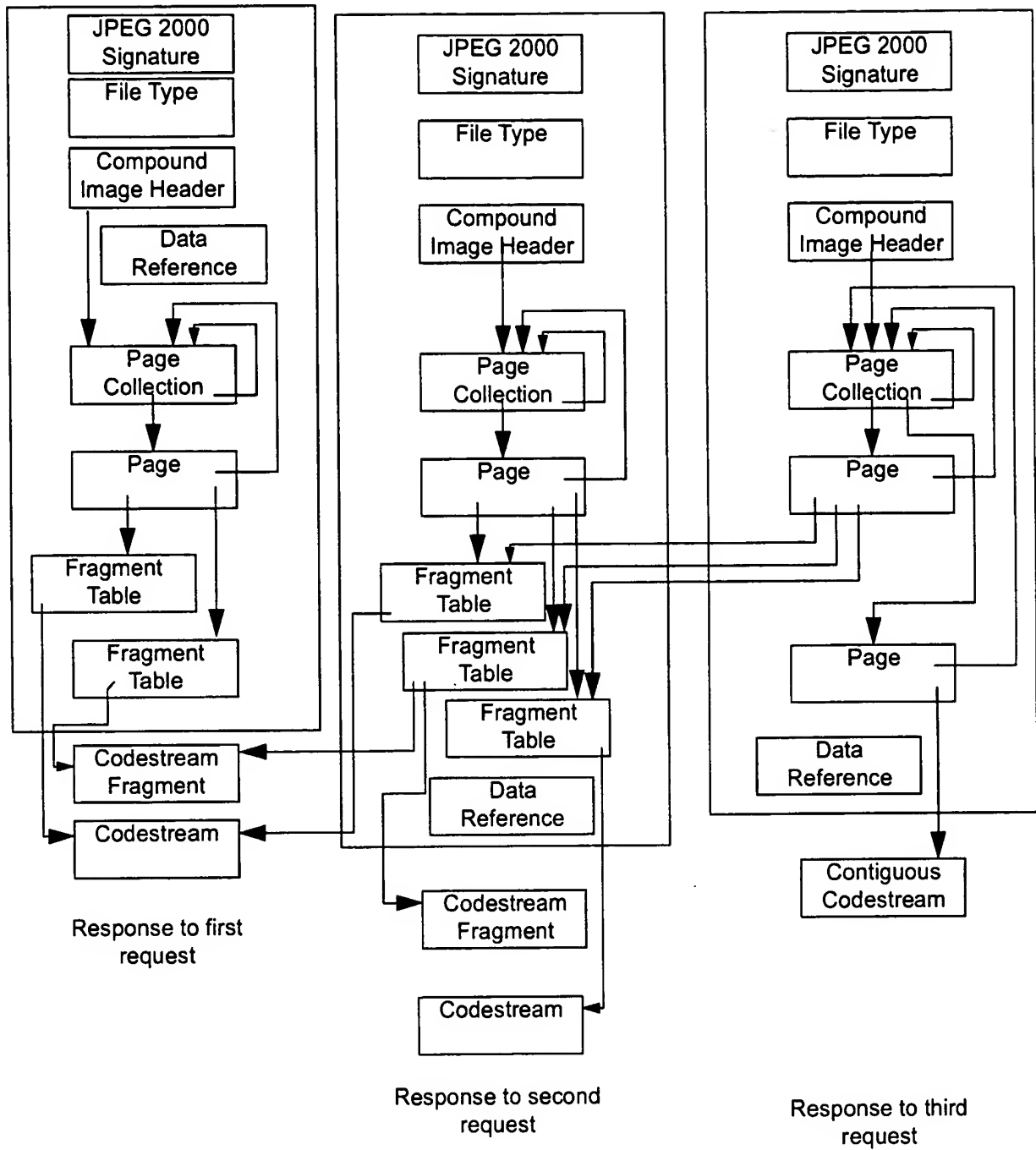
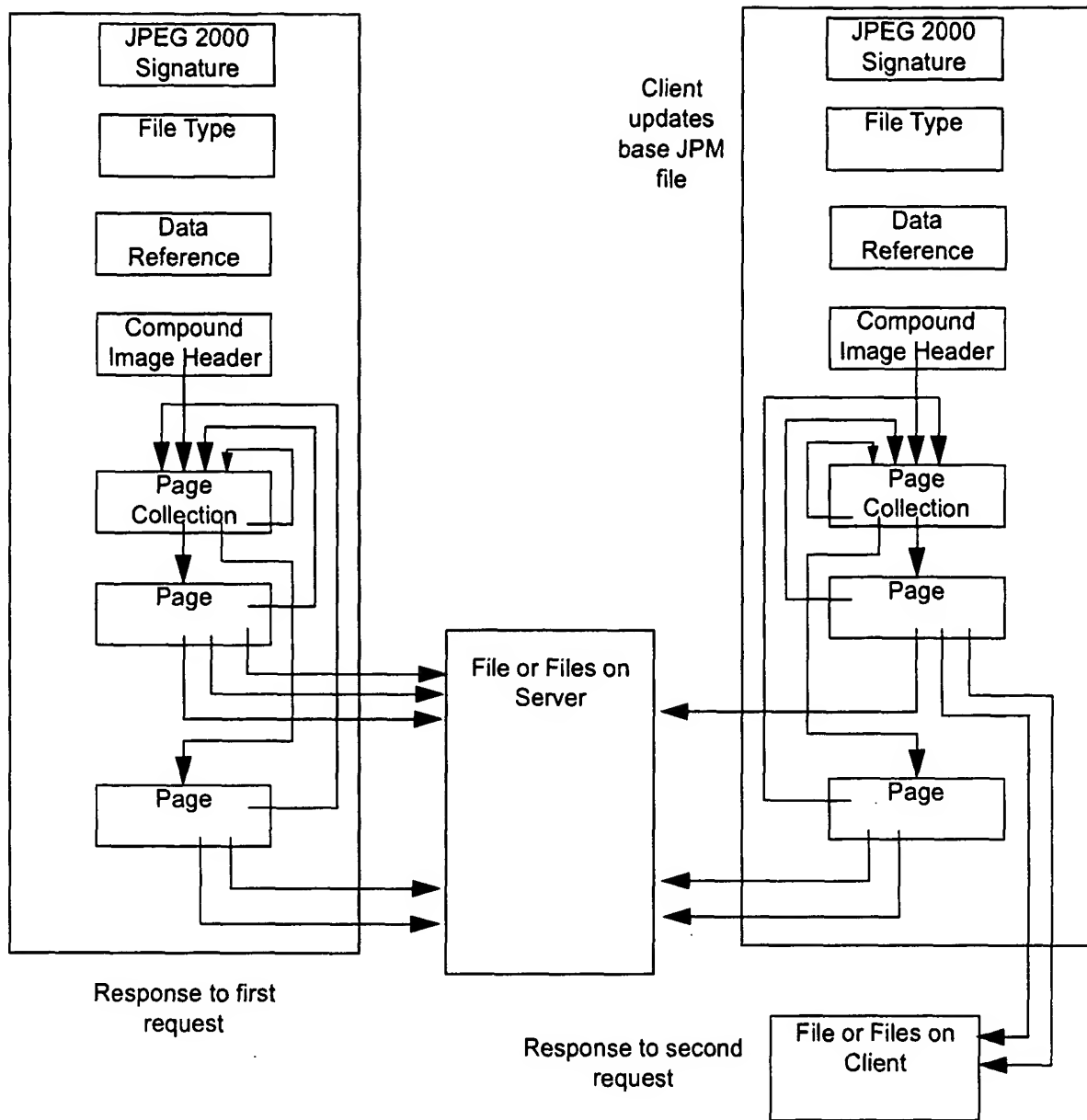
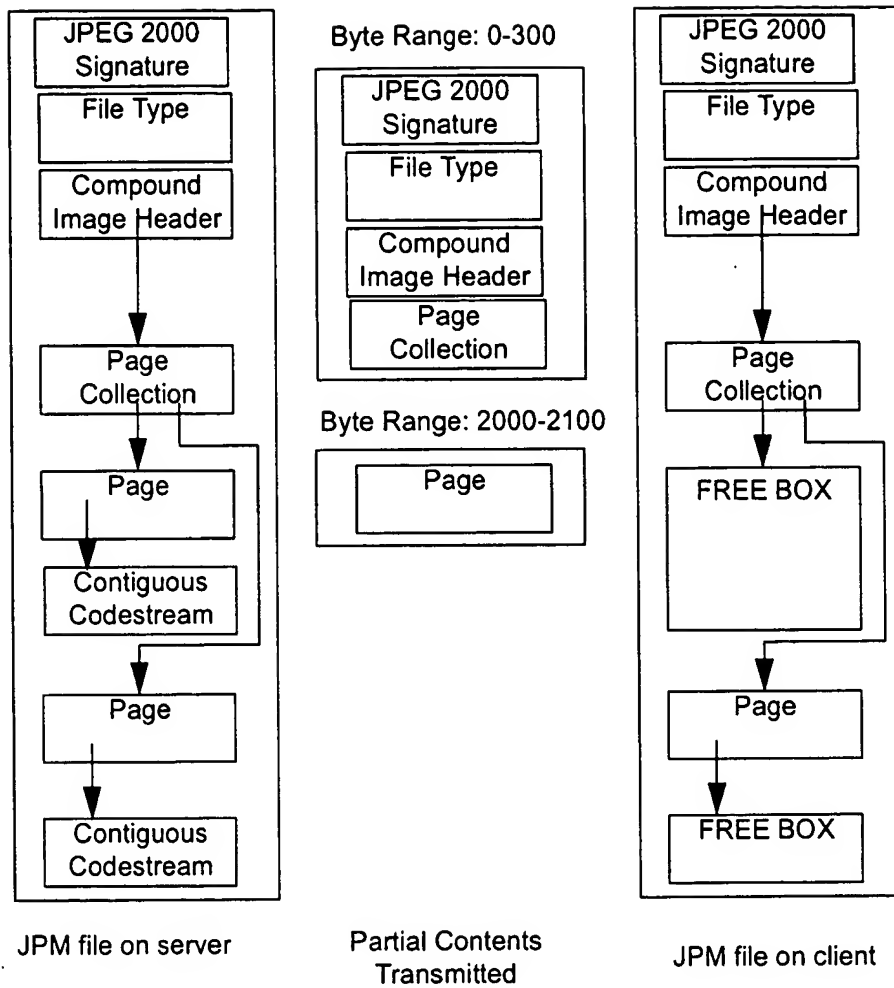


Figure 8



**Figure 9**





**Figure 10**

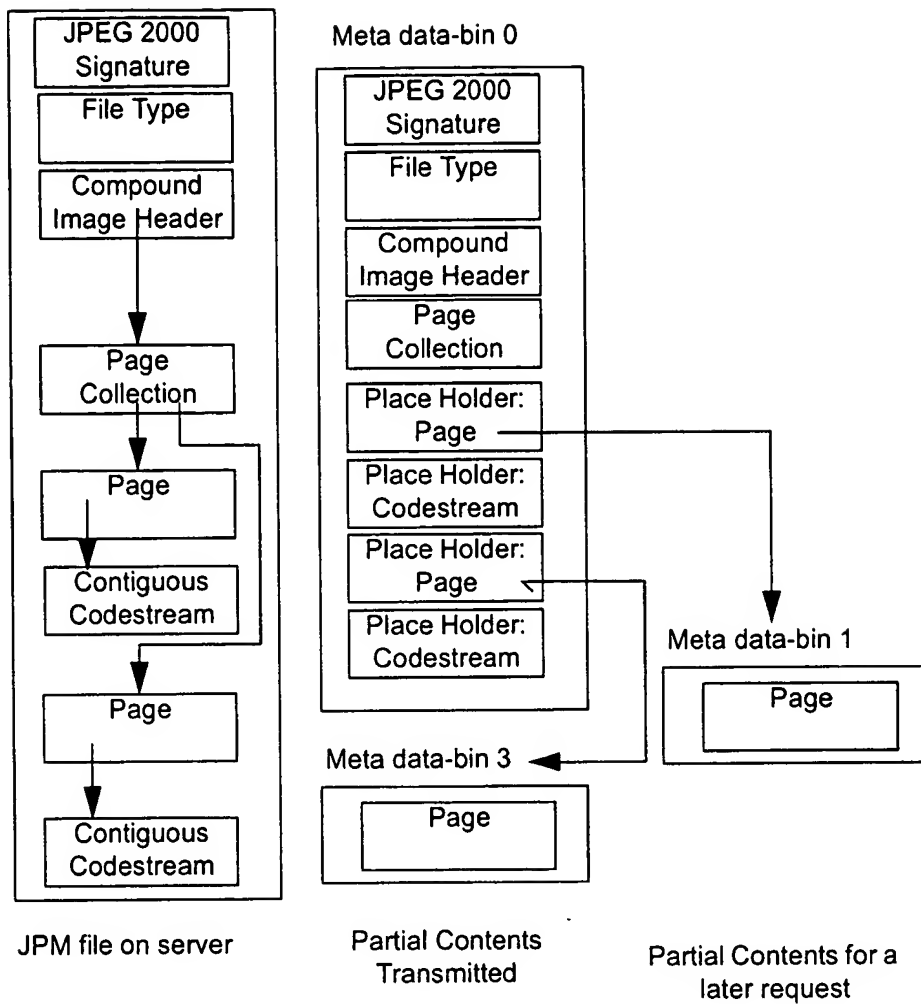


Figure 11